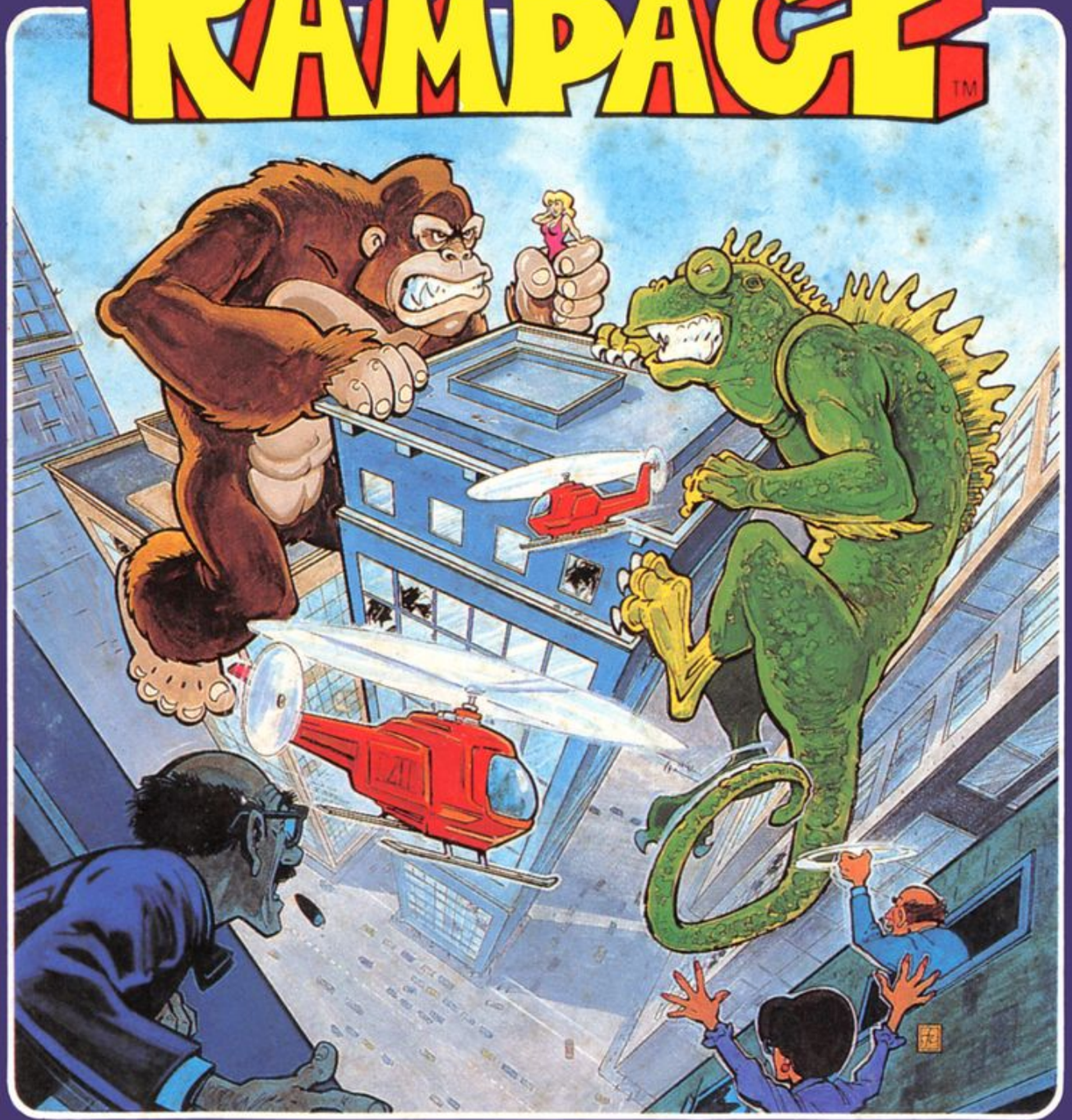
NES – RP – USA

RAMPAGE™



INSTRUCTION MANUAL

DATA EAST®

This game is licensed by Nintendo for play on the

Nintendo
ENTERTAINMENT SYSTEM®

Rampage is manufactured under license from Bally Midway Mfg. Co.

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DATA EAST BRINGS YOU ARCADE REALISM AT HOME!

Now's your chance to go on a RAMPAGE!

How often do you get to leave a path of destruction from coast to coast – and get away with it? Now you can! Become either George the Ape or Lizzie the Lizard and get it out of your system. Trash buildings. Smash helicopters. Crunch bridges. There are 128 cities in your way – if you're good enough, you can flatten them all.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

GETTING STARTED

When you would like to go on a RAMPAGE,

1) Insert the Rampage cartridge into your Nintendo System.
2) Turn the power on.
3) Press the **Start** button.
4) Choose either George or Lizzie by using the **Select** button.
5) Press the **Start** button to begin the game.

OUR MAIN CHARACTERS

1) George (The Ape) – A real social climber. George is the best at climbing buildings.
2) Lizzie (The Lizard) – Gets the job done in record time. Lizzie's claim to fame is speed.

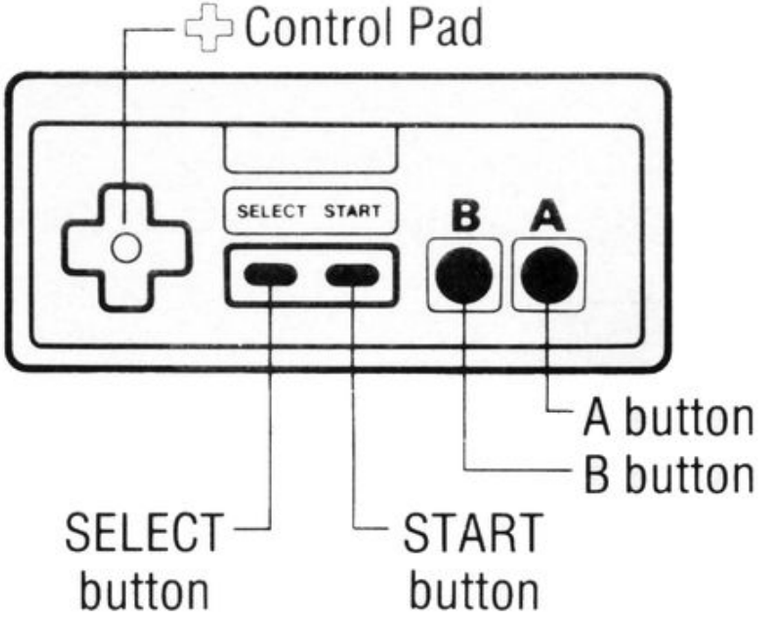
SECOND PLAYER JOINING WHEN THE GAME IS IN PROCESS

If a second player would like to join the game after the first player has already started, he should press the B button on the second player's controller. The second player automatically becomes the character which the first player did not choose.

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

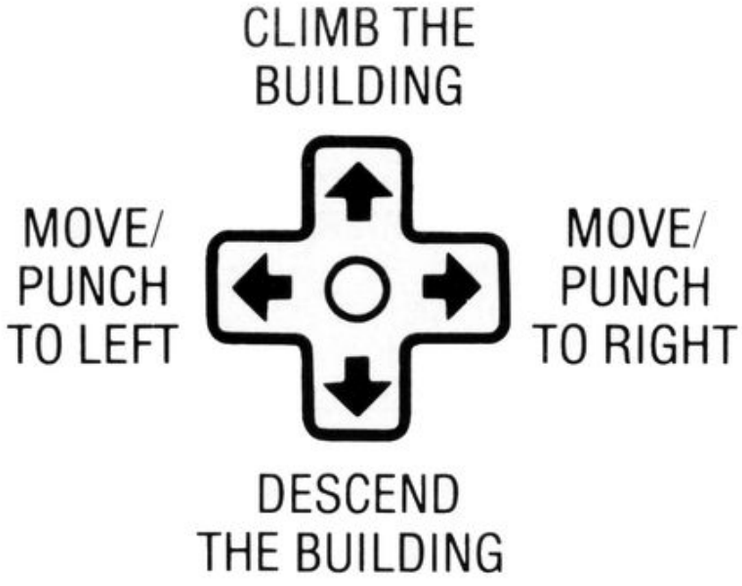
Controller 1 – For 1-player game
Controller 2 – For second player in 2-player game

Controller 1/Controller 2



Use of Controller During the Game:

Control Pad



During the game, the buttons have the following functions.

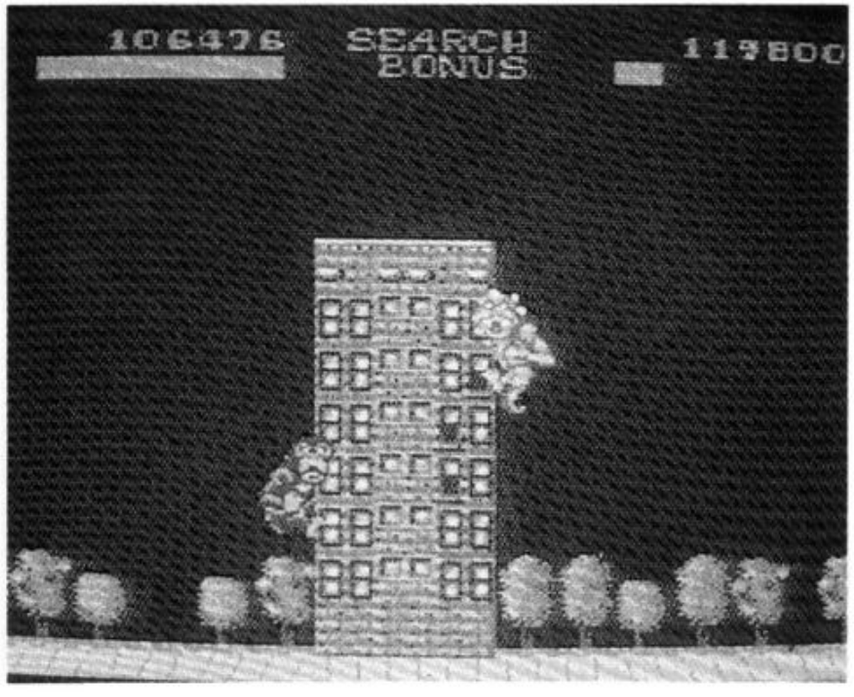
START button: Pause.
A button: Punch.
B button: Jump.

GAME OVER AND CONTINUE MODE

When your life indicator becomes zero, your character turns back into a human being and the game is over. If you would like to continue the game, press the B button before the human goes off the screen. Your score will continue as well. Even after the human leaves the screen, you can still continue the game if you press the B button within 5 seconds, but your score goes to zero.

BONUS STAGE

Every 7 days, there is a Search Bonus Stage. Inside the only building on the screen a mega-vitamin is hidden. Find it to restore your character to perfect health.



MAP SCREEN

Your goal is to destroy all of the states in the U.S. After you crush an area (for example, California), the screen automatically changes to the map screen, and the area you destroyed is indicated in black. Some cities in California and Illinois are hard to destroy, so you may have to try twice. When you've partially destroyed one of these areas, they'll be shown in brown; once it's completely destroyed, it will show up in black.

THE BAD GUYS

There are two main types of enemies in Rampage – soldiers and vehicles.

Soldiers – fall into four categories: ones with bombs, ones with grenades, ones with guns, and ones with parachutes. All of these can give you extra power if you catch them and, well – eat them. Except the soldier with the bomb. If he's got the bomb, wait until he puts it down – then get him.

Vehicles – you'll battle helicopters, tanks and police cars, all of which will be shooting at you. You'll get big points if you smash these.

Occasionally, you'll see thunder clouds cross the sky. Watch out for lightning from these – it can *really* ruin your day.

A tip on photographers – get them before their flash goes off; otherwise you're in for a fall.

A MONSTER'S GUIDE TO FINE DINING IN THE CITY

It's a good idea to eat the food you find while you're smashing a building. Sometimes. Just like real life, some food is good for you, some isn't. Here's some edible do's and don'ts:

The good stuff: milk, turkey, toast, coffee, melon, fruits, hamburgers and fish bowls.

The bad stuff: cactus, skulls, toasters, lamps, candles and commodes (you know).

One other thing on people-eating. Occasionally you will see a man or woman appear inside a building and try to get away. You can boost your power considerably if you catch them. Go get 'em big guy!

SOME FINAL HELPFUL HINTS

1) If you're playing a two-player game, and your partner turns back into a human, you can increase your power if you grab *him* and eat him before he gets off the screen. It's a monster-eat-monster world out there!
2) When a building is about to go down, a cloud of smoke will appear at the bottom of the building. If you happen to be hanging on the building when this happens, jump off – otherwise you'll take some damage.
3) Safes and bathtubs just tend to get in the way. Punch them to get them out of the way.
4) All the buildings must fall in a city before you can move on to the next city.

POINTS

Destroying the following items will add points to your score:

Soldier with no bomb	100
Soldier with grenade	100
Soldier with a gun	100
Trolley car	300
Light bulb (when turned off)	500
Money (dollar sign)	500
Manhole	500
Police car	1,500
Truck	1,500
Taxi cab	1,500
Row boat	1,500
Tank	2,000
Helicopter	3,000

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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